Task	**#1**

Learning Outcome:

1. **Students could create java program using OOP concepts to solve simple computational geometric problems**

Task:

Create a superclass named "GeometricObject" and subclasses, e.g. "Cube" and "Cylinder." In the superclass, include two abstract methods, "getVolume()" and "getSurfaceArea()," both of which return numerical values. Additionally, define a base attribute named "objectName" of type String. Override these methods in the subclasses to correctly calculate the volume and surface area for each geometric object, and you may include any necessary auxiliary methods.

Lastly, implement a "toString()" method in each subclass that returns a string containing the "objectName" and all relevant geometric attributes enclosed in square brackets, separated by commas.

Geometric Objects :

- **Cube**
- **Cuboid**
- **Cylinder**
- **Prism**
- **Cone**
- **Sphere**
- **Pyramid**

You can use either Inheritance or Interface, or both.

Submission :

https://forms.gle/rwgRaZJDLaTsviZm6
